A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

Nintendo®

DISTRIBUTED FOR NINTENDO BY MATTEL

Printed in Japan

GBR

DONKEY KONG™

INSTRUCTION BOOKLET

ARCADE SERIES

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and do not meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS APPROVED THE QUALITY OF THIS PRODUCT

DISTRIBUTED FOR NINTENDO BY

*MATTEL U.K. LIMITED,
MERIDIAN WEST, LEICESTER, LE3 2WT

*MATTEL PTY. LIMITED AUSTRALIA
461 PLUMMER STREET,
PORT MELBOURNE, VICTORIA, 3207

Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ Donkey Kong™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Can you save Pauline from the clutches of Donkey Kong? Help Mario scale the construction site to rescue his girlfriend, Pauline. Dodge the fireballs and barrels that Donkey Kong hurls down the ramps and ladders to thwart your efforts.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

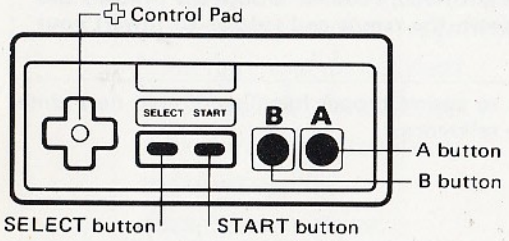
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

©1987 Nintendo

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — For playing alone.
Controller 2 — For second player in 2 player games.

Controller 1/Controller 2

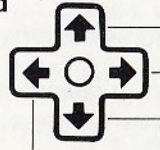


A button
He Jumps

B button
Not Used.

Control Pad

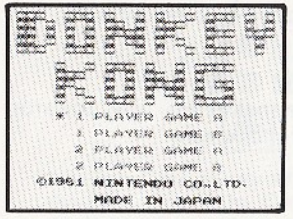
Moves Mario.



He Climbs up the Ladder.
He Runs to the Right.
He Climbs Down the Ladder.
He Runs to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**



SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:

1-Player game A — Beginner
1-Player game B — Expert
2-Player game A — Beginners
2-Player game B — Experts

The Select button will not work once the game has begun.

START button

Press this button to begin.

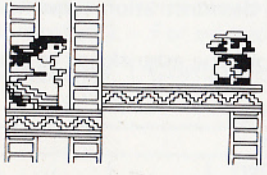
Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

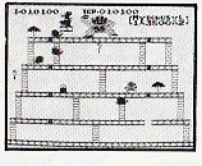
* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games
* Use Controller 1 and 2 for 2 Player games

3. HOW TO PLAY

Mario's purpose: To save Pauline who has been kidnapped by Donkey Kong.



In rounds I and II Mario makes his way towards Pauline in the upper part of the screen.

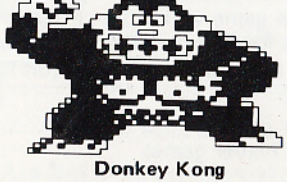


In round III he runs on the steel girders and pulls out bolts. If he can pull out all of the bolts, the girders will fall, Donkey Kong will tumble headlong down to the ground, and Pauline will be saved . . . for now.

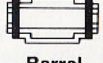
Characters

Mario

Pauline



Donkey Kong

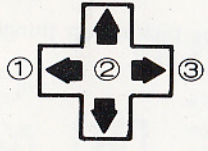


Barrel

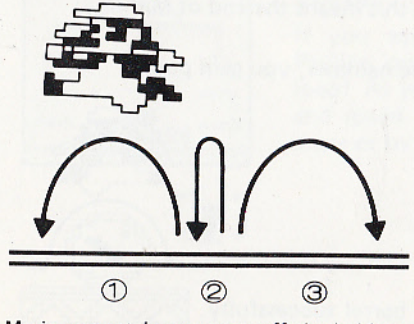
Fireball

Jack

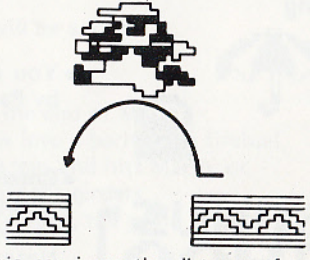
Hint: Take advantage of jumps



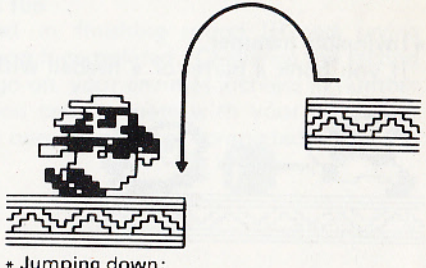
* You can jump to the left, upward or to the right. Push the Control Pad in the direction you want to jump, and at the same time push the jump button.



* Mario cannot jump on or off the ladders.



* Mario can jump the distance of two sections of the steel girders.



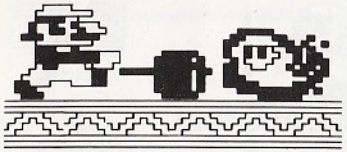
* Jumping down:
Mario can only survive a jump down the height of two sections of the steel girders — the same as Mario's height.

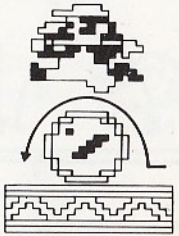
Scoring

- You can gain points by picking up things dropped by Pauline (parasol and purse).

- **Bonus points**
  When you reach Pauline, bonus points will be added to your score.
  Note: If you take too much time, the bonus points will decrease. When they reach zero, time runs out and this means the end of Mario.

- **Invincible hammer**
  If you bonk a barrel or a fireball with the hammer, you gain points.

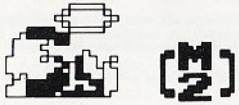




- **Jump**
  You also gain points if you jump over a barrel successfully.

Extra bonus

If your score goes over 20,000, an extra Mario will be added.

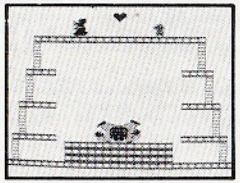


Beware!

The following spell the end of Mario:

- When Mario bumps into a barrel or a fireball,
- When the jack bounces and hits Mario, or
- When Mario falls off the girders.

When all Marios are gone, the game is over.



Loops:

If you succeed in finishing round III and saving Pauline, one loop is completed. Challenge the second loop! As you go on, your enemies increase in number and speed. You can compete with your friends by score or by the number of loops completed!

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL U.K. LIMITED

90-DAY LIMITED WARRANTY

Mattel U.K. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To claim under this warranty you should return the product either to the shop at which it was purchased or the address below. Returns to the NES Service Department should be sent carriage prepaid and insured for loss or damage, together with your sales receipt or similar proof of purchase to:

NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS, PHONE NUMBER, SALES RECEIPT, PLUS A BRIEF DESCRIPTION OF THE FAULT.)

In the event of any problem phone the NES Service Department by calling (0923) 41811 (8:00 a.m. to 4:00 p.m., Monday to Friday).

You may be charged for repairs arising from defects not covered by this guarantee (see below). This guarantee is only valid if the product was purchased in the United Kingdom or Eire.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

This warranty/guarantee is in addition to and does not diminish your statutory or legal rights.

SERVICE AFTER EXPIRATION OF WARRANTY

If the Pak develops a problem after the 90-day warranty period, you may contact the NES Service Department at the phone number noted above. If the NES Service Technician is unable to solve the problem by phone, simply return the defective Pak, freight prepaid and insured for loss or damage, to the NES Service Department at the above address, enclosing a cheque or money order for £10.00, payable to Hi-Tech Electronic Services.

Mattel will, at its option, subject to conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement Paks are not available, the defective Pak will be returned and the £10.00 payment refunded.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

90-DAY LIMITED WARRANTY NES GAME PAK BY MATTEL PTY. LIMITED

90-DAY LIMITED WARRANTY

Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MATTEL BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in Australia only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.